SENTINEL

There are two versions of the game. The second is for more advanced players as it develops and runs faster.

To load: type LOAD"SENTINELa" & ENTER or LOAD"SENTINELb" & ENTER.

Loading time approximately 1 minute each.

'SENTINELb" follows 'SENTINELa" on the tape.

Instructions

When loaded, the program will ask for the highscore and initials from the previous session, so that you can continue your highscore in the new game.

In answer to the prompt "correct?" N=no, any key=yes.

Press any key to play the game.

KEYS TO CONTROL OPERATIONAL SHIP

'A'	Rotate ship left
'S'	Rotate ship right
'SPACE'	Thrust and Missile Destruct
'SYM/SHIFT	Fire Photon-cannon
'M'	Guided missile launch
'K'	Activate Force Field

Operational Ship, Photons & Missile
Asteroid
Bomber & Bomb
Hunter & Missile

TO WIN: You must amass a score of at least 5000 and to defeat the enemy you must also obtain hits of at least 1000 points. (Bomber = 20 points and Hunter= 100 points).

You obtain no points for hitting asteroids. The score is of TIME + TWICE HITS.

REMEMBER, TIME IS MORE IMPORTANT THAN HITS.

DO NOT TRY TO BREAK INTO THE PROGRAM! it may crash.

THE SENTINEL SYSTEM

The gateway to your galaxy is guarded by five space stations forming the Sentinel system.

Your galaxy is under continuous threat of attack, but the enemy can only attack during the short periods of relative calm in the asteroid storms. During such periods, the enemy must destroy Sentinel before the main battle fleet can enter your system.

Your task is to delay the enemy by protecting the Sentinel system for as long as possible. It is as simple or as difficult as that!!

For this purpose, each station has four space ships for defence and you can use one at a time. The ships are armed with a photoncannon and guided missiles. The guided missile is controlled using the same rotation keys used for the ship (the ship is immovable at this time) and may be exploded by pressing "thrust" (space key), or if a missile hits an object or after flying a certain distance.

The station's radar discs flash to indicate the approach of enemy bombers.

In addition to the space ships, the stations have a force-field which remains active for a short period and takes a while to recharge. When the top line of the display shows a flashing green FF, the field is charged.

The enemy have two types of ships. Bombers launch bombs which home onto the centre of the station. Hunters launch missiles which home onto operational ships.

You lose a station when all four ships are destroyed or when the station's centre has been hit.

DO NOT:- Fly into any part of the station other than the centre to dock.

Fire a guided missile at the station.